Murray City Parks & Recreation

2010 Girls 5-6 Grade Jr. Jazz Basketball League Location: Park Center (202 East Murray Park Avenue)

Saturday,	January 9,	2010	
11:00 am	76ers	vs	Lakers
12:00 pm	Bucks	VS	Jazz
1:00 pm	Celtics	VS	Magic
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Saturday, January 16, 2010			
9:00 am	Celtics.	VS	Bucks
10:00 am	Magic	VS	Lakers
11:00 am	76ers	VS	Jazz
Saturday,	January 23	3, <u>2010</u>	
No Games			
Saturday,	January 20	2010	
11:00 am	Magic	7, 2010 VS	Bucks
12:00 pm	76ers	VS VS	Celtics
1:00 pm	Lakers	VS VS	Jazz
1.00 pm	Lakeis	VS	Jazz
Saturday,	February 6	i, 2010	
9:00 am	Jazz	vs	Celtics
10:00 am	Magic	vs	76ers
11:00 am	Bucks	VS	Lakers
Saturday, February 13, 2010			
11:00 am	Jazz	VS	Magic
12:00 pm	Lakers	VS	Celtics
1:00 pm	Bucks	VS	76ers
Saturday,		<u>20, 2010</u>	
9:00 am	76ers	VS	Lakers
10:00 am	Bucks	VS	Jazz
11:00 am	Celtics	VS	Magic
Saturday,			
11:00 am	Celtics	VS	Bucks
12:00 pm	Magic	VS	Lakers
1:00 pm	76ers	VS	Jazz

Saturday, March 6, 2010 9:00 am Magic

11:00 am Lakers

76ers

10:00 am

Bucks

Celtics

Jazz

5-6 Grade League Rules

- Official game time will consist of four, eight minute quarters. The clock will stop on foul shots, time-outs, substitution breaks and every whistle during the last minute of each quarter.
- Each team receives two time-outs per half, non-cumulative.
- If there is a 20 point spread in the score the score board will be blanked out. Score will be kept at the table for the remainder of the game.
- 4. Players will be allowed 5 seconds in the key.
- 5. Substitution breaks will occur every four minutes. All players on the bench must substitute in. This rule is to ensure that every player plays at least ½ of each game. Coaches may freely substitute for players with three or more fouls. Every player must sit at least 4 minutes per half or at least four minutes per game if they only have six players.
- Man-to-man defense must be used. The
 defensive player must be within arms
 distance of his/her player at all times. Back
 court pressure is not allowed. Teams may
 begin man-to-man defense at half court.
- 7. Players receiving a technical foul must sit for 7 minutes. If the technical occurs at the end of a game, the technical will roll over to the next game the player attends. That player must sit for 7 minutes. If any player receives two technical fouls in one game they will be ejected from the game.
- Each team will be given one warning for playing an illegal defense. The next violation will result in one technical free throw plus possession of the ball.
- 9. Stalling and isolation plays are not permitted. If these techniques are used the other team will be awarded the ball.
- Help defense is allowed if the ball is penetrating the key. Double teaming the ball is not permitted.
- 11. Standings will not be kept.
- 12. The team listed second will wear the dark color of the reversible jersey.
- 13. All other high school rules will be enforced unless otherwise mentioned.

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